This Month:

General Meeting

Sat., Jan. 19th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., Jan. 27th, 7:00pm

Shakey's

9638 W. National Ave.

Next Month:

General Meeting

Sat., Feb. 16th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

Michelle Gross

From the President

If you were at our Christmas Party, you know we had a number of programs to give away. We've been emphasizing the need for reviews lately, and I won't go into begging mode now, but one member's response to our pleas is worth mentioning.

One of the first few winners came up and looked over the software, but decided against taking a program because he didn't want to write a review. Now this particular member happens to be a very active member, who donates much time and service to MilAtari, but for whatever reason, does not write reviews. I hate to see something like that happen!

We need more people involved, not more involvement by the currently active members. If you can't write a review, it doesn't exclude you from being a door prize recipient. Just let us know, we'll get the software reviewed. Just fill out a mini-review form, we'll put something together for the newsletter. Just pay back the club with something...whatever you can offer in terms of service, be it running a demo, a SIG, filling in for an officer at the club meeting, watching the kids in Kids Corner, or running for office.

Do I need to remind you that elections are sneaking up on us, and four of our five elected officers cannot run again per our by-laws. We'll be needing some *new* faces, *new* ideas, and *renewed* energy to pump back into our club. Much of what is done on the elected level is administrative duties... can you offer a couple hours extra a month for board meetings? Time to think about it, and time *is* running short.

We do have some new SIGs and demonstrations coming up. Dale will hold a beginner's SIG regularly after the business meeting, so come with questions and problems in mind. David Landskron will be looking for people interested in learning Basic on the ST in January and coming months for his SIG. Also, David Bauer will be demonstrating Notator, a high-end MIDI program, at our February meeting. Carl will be found at his usual post, demonstrating the public domain programs being released in our library. Lots of things are going on, so come on in and join us!

- *Michelle*

MilAtari Ltd.
The Milwaukee Area Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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SIGs and Demos at the January Meeting

ST Beginners SIG with Dale
BASIC on the ST with David
ST Public Domain Demos with Carl

Don't miss out - be there!

Mark Jones

Submarine Simulations

Last month I wrote of my impressions of "The Hunt for Red October", an action game based on the book by Tom Clancy. While reflecting on the article, I realized it might have seemed that I spoke in haste or was unfairly critical. Perhaps I can explain.

Since the age of eight or thereabouts, I've been fascinated by the exploration of, among other places, the world of the oceans, and the men and machinery that do so, and also quite interested in the matter of submarine construction, use, and warfaring methods and experience.

Now, I'm far from an expert on this - I've had no related schooling or work experience, have only read perhaps thirty books on the subject, and have had but a dozen or so conversations with submariners and naval architects.

[But I've met, usually via telephone, some interesting people: a design engineer on the original George Washington class of missile boats (boomers); a former World War II chief-of-the-boat, who served on everything from the S-class to post-war guppies; and a few sub drivers par excellence, including noted skipper and author Edward L. Beach.]

So, with this highly-limited background, it's quite possible that I'm too critical when I look at a submarine-based game. But there are some things I expect to see, and a few that I believe are absolutely necessary in any of them.

First, the simulation must be believable. The game design, scenarios, and play must be plausible and, within the limits of the medium, realistic. Regardless of whether the setting be historical, present, or future, the capabilities and limitations of the various classes of boats should be accurately portrayed, within the limits

imposed by classified data, as to maneuvering, operating-, test-, and crush-depth, weapons function, engineering constraints including maintenance and repair, and general operations.

Second, you as the player must have sufficient information and control to fight your boat. Normal gauges should include heading, speed, and depth. Where applicable, additional gauges would include battery charge, reserve air, carbon dioxide percentage, status of negative tank, fuel state, damage and repair status of the various systems and components, and weapons inventory and status. Also, there should be indicators, where needed, to show if a system is available or in current use, and to reflect the status of any relevant orders in progress. A 'Christmas tree' showing the status of all hull openings is a nice touch.

One gauge which some omit is depth under keel (the fathometer). No submariner voluntarily puts to sea without being able to know how close the bottom is. Ever. Period. Any simulation that doesn't let me know this is almost immediately disqualified as a viable game, no matter how wonderful it may be otherwise. There should be a gauge, and a constant watching brief, with alerts, for this piece of information.

This brings up the ability to delegate various tasks. For instance, when you are not in the sonar room, the program should still have a 'listening watch' to alert you to new contacts and to report on current ones, should they change speed, course, heading, take obvious offensive action (dropping depth charges, firing torps), or go away. Similarly, if you're on the surface, your lookouts should alert you to contacts not in your current field of view, whether by radar, active or passive sonar, or the

Mark I eyeball, as well as any changes, including ones you're watching.

Regarding orders, one should be able to specify the equivalent of such commands as "come left ten degrees", "all ahead standard", "make your depth 100 feet" (or metres, as the case may be), "come to periscope depth", "make turns for ten knots", and "come right to 135 degrees" (even if that's the long way around). Orders should be acknowledged by crew (the program) and reported when completed or the condition specified is reached.

For example, at the command "make your depth 230 feet", helm station might answer "dive to 230 feet, standard bubble, aye". Now I'm not saying that this kind of dialogue must happen in its entirety, but you should have all this information at a glance. This may be a place where analog and digital gauges come in handy, as well as indicators to show direction of change, whether it be dive planes, bubble, rudder position, or engine telegraph. A nicety might be a three-element bar graph to show surface, sub, and bottom, with readouts and plus or minus signs and a no-change 'ball' to show sub movement in relation to them and whether the bottom is rising, shelving, or receding.

Also, if you give an 'open' command, such as "right full rudder", helm should answer "full right rudder, from 090, aye" and then give updates, "right full rudder, passing 110", and the like to remind you that you've an order in progress.

The inclusion, where appropriate, of 'blanket commands' is also nice. As an example, the evolution of a "crash dive" would encompass the automatic actions of clearing the bridge, switching from diesel to battery, sealing the boat, opening all ballast tank vents while dumping the air to the boat to test hull integrity, placing all planes at full dive, and increasing to flank speed. Depending on

Submarine Simulations
from previous page.

simulation complexity and alert status, a refinement might be to also flood negative, blowing it later to help arrest the dive as you near the specified depth. [The game designer might also wish to include trim tanks, both fore and aft and maybe lateral, as well as a safety tank.]

Another blanket command might be something such as "make ready tubes 1 and 2" when maneuvering to attack. This could include, depending on the sub and weapon, such things as flooding the tube, bringing gyros up to speed, opening the outer doors, charging air bottles, releasing the wire-drum clutch, arming the firing circuits, double-checking tube and torp interlocks and warhead safeties, and feeding in current attack-plot data. The dive chief would also be attending to his trim tanks, both now and after firing, especially depending on whether torpedo ejection is done by compressed air or an open or closed water ram.

The third and last (aren't you glad?) major aspect of sub simulations is dealing with movement. This includes scaling of the three physical dimensions and time; dealing with action, reaction, inertia, and momentum. Drawing on both anecdote and computation, there should be good realism when making changes in speed, depth, and heading, for your own vessel and all other craft, and for relations between them.

Consistent with history, capability, physics, policy, and methods of operation, there should be an inherent coherence in the behaviors of all other vessels and craft, whether it or they be your own, your allies, enemy's, or neutral, be they surface, sub, or aircraft. On surface or below, at what range can you spot, or be spotted by, targets and pursuers, under what conditions of light, speed, relative aspect, depth, salinity, temperature, wind and wave, and depth to bottom (i.e., can you lose yourself to detection through 'ground clutter' or undersea features such as seamounts,

trenches, or ridges). Can you take advantage of surface and underwater currents to approach a target or escape an attacker, while making less machinery noise? Does the enemy have radar, or magnetic anomaly detectors? Are there mines or sonobouys or SOSUS-type listening nets to avoid?

Also, do you have external intelligence/command/guidance to give you missions, clue you to enemy action, or suggest location? Or do you rely on target search by logic, search method, and happenstance? For instance, an airplane, coast watcher, satellite, or another sub may radio an action report to command, who may relay the report on the 'general net' to let you know about observed activity. Do you keep radio silence, or are there some reports you must send, even at risk of detection? And is your communication via UHF, VHF, ELF, or laser (to satellite or another vessel)?

These last questions, of course, relate to overall game design or scenarios offered. Is your mission to patrol an area, attack a given convoy, or find and kill an enemy boomer? Are you told to sneak close-in and observe activity, to land or pick up special-mission teams, or to rescue downed fliers?

Now, in all the foregoing, it's understood that there are limits, ranging from how involved the player needs be to how much RAM the game takes up or how much disk access is required. And my purpose in all this is not to make light of all the horrendous work and detail that goes into developing an idea and actually bringing it to market (hopefully with some success).

I've also not touched on the capabilities and limits of graphics as a function of realism, or the use of sound (and color) for verisimilitude and information/warning. Nor have I dealt with making use of actual chart information to show topology, elevations, soundings, currents, tides, and other features.

Other things to be aware of can include the use and limitations of the world of sound below, whether it be the effects of explosions making a masking or impenetrable 'sound cloud', or the deliberate making of a 'knuckle' to try to defeat an acoustic homing torpedo, or the 'Crazy Ivan' maneuver to periodically 'clear one's baffles' (unless one is towing a sonar array). How quiet is 'silent running'? How does a given combination of reactor control rods position and pumps on or off affect noise and performance?

How are the displays organized, and how many different screens are needed or available? How easily does one actually move and fight? It comes down to a balance among realism, hardware, and intent. And it makes a big difference if one looks for a glitzy but simple arcade shoot-em-up or something requiring more in the way of strategy, tactics, mission-sense, and concomitant player involvement.

And there is the matter of manageability: just how much information, and how organized, should a programmer or gamer be expected to take into account. This is especially true if the game covers the modern era, since the amount and complexity of gear and information is at least an order or two of magnitude beyond that found in a World War II scenario.

To give some perspective, aside from the game mentioned at the beginning, where I still have less than a dozen hours given to it, I've played three others: Silent Service, Sub-Battle Simulator, and Gato, with approximately 100+, 70, and 20 hours into them, respectively.

The hours spent are a direct reflection of what I found to be the level of realism, interest, challenge, good player interface, personal 'reward', and overall game design, as well as just general playability, in some felicitous combination or other.

By way of comment, from an

Tom Bardenwerper

Tiger Cub MIDI Sequencer

Mfg.: Dr. T's Music Software
Price: $99.00
Type: ST Music software
Rating A very good intro package

Finally someone has written a sequencer with the beginner in mind. While there is definitely no shortage of sequencing software for the ST (the ST is the MIDI market leader, far and above all other machines) there are few if any that are well suited for the beginning MIDI-ist. Now Dr. T's has solved that problem with the introduction of Tiger Cub.

A sequencer is a program which is designed for recording, editing and playback of music, on one or more synthesizers. Tiger Cub allows recording and editing of twelve tracks, meaning that you can record up to twelve individual parts of music separately. These tracks can then be independently edited, and as you like play each track back separately or as a group with the others.

Tiger Cub includes a powerful feature that makes it an excellent value for the price. Tiger Cub includes a MPE module called Quickscore. MPE is Dr. T's multitasking program that stands for Multi Program Environment. Virtually all of Dr.T's programs feature MPE, which allow you to load up to eight programs in the computers memory. Similar to The Juggler, or Revolver, you can switch between the various programs. MPE however, allows you to share information between the programs in memory, making it a VERY powerful utility. Indeed a music workstation can be created via Dr.T's Multi Program Environment.

The MPE module included with Tiger Cub is Quickscore, which is a music scoring program. Quickscore is a simplified version of Dr. T's Copyist, a high level notation program.

Quickscore reads your recorded music off of Tiger Cub's tracks, and displays them as standard music notation. While you cannot edit with Quickscore, it does allow you to visualize and print out your music. This feature alone is worth the asking price, but the good doctor has included in the package price!

Tiger Cub has two main screens which perform separate functions. The first screen is the tape recorder screen. This is the screen where you record and play back your music. It operates much like a real tape recorder, but this one has twelve tracks. Each track has its own character line. Listed across the screen are each tracks parameters: track number; synth name; MIDI channel number; instrument name; solo, mute & group columns; and a comment column. The bottom portion of the screen is the control panel, with familiar tape options such as play, record, fast forward, rewind, and pause.

The second screen is the Graphic Editing Display. The GED screen is made up of a large track window which occupies most of the screen and it displays the note data for a single track represented in a bar graph type manner. The vertical axis represents the pitch and the horizontal axis is the timing. Bar lines and a piano keyboard display show you your general location within the song. When you play the song, the screen scrolls along and all tracks are heard unless you have them muted. The graphical bar display shows each note's pitch, duration and velocity.

The bottom of the screen displays the master controls for things such as mouse function, position and display magnification. Editing is mostly done through point/click & drag manipulations with the mouse. Computer keyboard strokes are also widely supported.

Tiger Cub has everything you would expect to find in a good piece of sequencing software. There are just too many functions to list here, but suffice it to say, all of your mandatory functions have been included. Tempo, time signature, step time record, metronome, controller events, quantizing etc., they're all there. The 97 page instruction book is well written, free of typos, has quick reference charts in the back for key strokes, and has an index.

Perhaps my only complaints are these: MIDI is inherently complicated, and difficult for the beginner to gain a grasp of. It entails learning a vocabulary unto itself, and basic concepts that are technical in nature, thus rendering a VERY steep learning curve to be successful. So... while I said the manual is written well, it will probably be over the heads of some absolute beginners to the MIDI world. Dr. T has explained much of the MIDI jargon, it is still not nearly enough for the MIDI illiterate. A detailed glossary is a must for a beginner's program such as Tiger Cub.

Lastly, several of the programs functions were not explained in great enough detail to actuate them straight away, I had to spend a while experimenting with the program to get them to work. (I'm nitpicking here!)

Dr.T has prescribed just what the MIDI market needed: an excellent entry level sequencer aimed at the beginner and/or hobbist. With some patience and practice you'll find Tiger Cub is a very solid, well rounded piece of software that will surely fill the needs of most amateurs. It runs well on on a 1 meg ST, color or mono, and works with any synthesizer that supports MIDI.

Although it only has twelve tracks on which to record, with its multitude of features and the MPE Quickscore module, Tiger Cub is truly a GREAT value for the ninety nine bucks!

Armin Baier, Septuagenarian

Geography Tutor

> **Mfg.:** ASDE, Inc.
> **Price:** $39.95
> **Type:** ST Educational software
> **Rating** Excellent

Michel Rochon,the author has created an educational Geography program called GEOGRAPHY TUTOR. Copyright 1989, & 1990. A well designed program that offers help and fun to students who can read from the 4th grade through college. It's easily used and, with double sided disk or additional disks easily extended.

This program provides ATARI ST owners with an electronic atlas of the world. You can have access to maps of:

THE WORLD	Mollweide Projection
THE WORLD	Mercator Projection
NORTH AMERICA	Cylindrical Projection
SOUTH AMERICA	Cylindrical Projection
EUROPE	Cylindrical Projection
AFRICA	Cylindrical Projection
STATES/ PROV. N.A.	Cylindrical Projection

For any of these maps you have access to a range of functions which are only possible using the rapid analysis and graphic power of a computer such as the ATARI ST. You can learn about all the countries in the world. Not only are there maps available, but there is also a full data base of useful facts concerning each country. There are 20 items of standard information from the United Nations office of statistics. You will find facts on:

MAJOR RELIGIONS
MAJOR LANGUAGES
NAME OF CAPITAL
POPULATION GROWTH
RATES OF LIFE EXPECTANCY (men and women)
DOCTORS PER CAPITA
LITERACY RATES (men and women)
LAND BASE
CROP LAND
AGRICULTURAL PRODUCTION
GNP
MILITARY SPENDING PER CAPITA etc...

Not only can you view these facts, but you can plot them on the maps. You can also compare countries, search facts to be plotted, order lists alphabetically or by size etc.. All the facts can be displayed on the screen and compared or rank ordered between countries. You can update facts or insert new information in free fields. You can also create your own data base without affecting the standard base provided with the program. They added the feature of playing the music from the national anthem of many of the countries. You have the ability to import file texts to the data base as well as to store pictures and recall them from the data base. You can export data base pages and country lists to file. Mail Orders: To order by mail send check or money order to: ASDE INC. 151 rue Jolicoeur, Hull, Québec J8Z 1C8 Canada TEL (819)770-7681

An excellent program for us "Americans" who are deficient and untutored in geography and world statistics. Register owners will have access to current updates.

Rich Tanin

Crystal Castles

> **Mfg.:** Atari Corporation
> **Type:** ST Arcade game
> **Rating** Excellent for young gamers

If you liked Pac-Man and Q-Bert then you might try Bentley Bear's Crystal Castles. This game has some renditions of both combined with some new twists centering around a bear. This game is definitely for the young computer gamer and for some of us young in heart.

The object of the game is to gather as many gems (dots) and honey pots accumulating points before gem eaters, crystal balls, bees, nasty trees, cauldrons, and a witch do you in or least steal your gems. To do this you must advance through 37 various 3-D mazes in 10 levels having alleys, stairways, and elevators (some hidden). You start with 3 bears (sorry, no Goldilocks), and some simple mazes advancing quickly into more difficult levels much to challenging for me but for the kids, it's another story.

In the beginning I found it difficult to control Bentley with the joy stick and almost impossible with the mouse. With time one can become an expert in control and that is when the fun begins.

This is a one player game although two players can compete for top score and highest level. Graphics are nice, clear but not of an advanced level we often see today on the ST.

System requirements are an ST, SS/DS drive, monitor (color recommended), and one or two joysticks. Well there you have it, the bear facts, Bentley that is.

Doug Raeburn

King's Quest V

What does the future hold for graphics adventure games? Sierra On-Line has introduced King's Quest V as its idea of the adventure game for tomorrow. The King's Quest series has been immensely popular for Sierra; as you can see, they are now up to the 4th sequel. Other series based on the same technology include Space Quest, Police Quest and Leisure Suit Larry.

As the series progressed, the games became more complex, and the technology also improved. King's Quest I, for example, was written originally for the Apple II, and used fairly coarse, blocky graphics. The same level of graphics was used for King's Quest II and III. With King's Quest IV, Sierra brought their games in line with the higher resolution computers available at that time (the ST, IBM's EGA, the Amiga), with more finely detailed graphics accompanied by better music.

Well, it took them 2 years since King's Quest IV, but Sierra has undertaken their most ambitious adventure game project yet with King's Quest V. They decided at the outset that it would support all of the higher resolution graphics standards commonly available. To make this work, Sierra needed lots of colors, so they chose IBM's VGA (320 x 200 with 256 colors) for their showpiece.

So what is so special about this game? Well, you really have to see it to appreciate it, but the graphics are nothing short of stunning. Rather than using conventional line art as had been done with the previous games, the scenes for King's Quest V started out as full color airbrushed paintings, which were then scanned and digitized. The moving characters are high-resolution line art added to the digitized scenes. The experience is close to that of being involved in an interactive movie. The scenes have great depth, subtle shading and none of the hard lines of the previous Sierra games. (This level of graphics is available only for the VGA graphics standard.) The stereo sound track of King's Quest V is dazzling, with a wide variety of music and sound effects.

At the time of this review, only the IBM versions of the game are available. In addition to the VGA only version, Sierra also offers a version using their second generation line art standard for IBM 16-color EGA graphics machines. King's Quest V will likely be available for STs sometime in 1991, in the STs 16-color mode.

Gameplay

OK, so the graphics and music are impressive. What about the game itself? If you have been a fan of previous Sierra efforts, you will enjoy King's Quest V. The King's Quest games tend to appeal to the more casual adventure player.... they don't have the "Dungeons and Dragons" flavor of games like Dungeon Master or Heroes of the Lance. King's Quest games are more akin to fairy tales such as Sleeping Beauty. The game play is lighthearted and non-violent. Although your character can die if he does the wrong thing, death is not graphic. So these games are suitable for children as well as adults. The puzzles you must solve to win are quite formidable, however.

King's Quest V once again features King Graham as the central character. The game begins with Graham out for a walk in the woods near his castle. While he is gone, an evil sorcerer appears outside the castle, and casts a spell which sweeps the castle away in a violent whirlwind. Graham returns and is horrified to find the castle gone, along with his family.

Suddenly a talking owl appears. The owl, named Cedric, witnessed the castle's disappearance, and tells Graham about the evil wizard. Cedric offers Graham his help, as well as the help of his master, who is a wizard. However, the wizard is old and his powers are weak, so he can only be of limited assistance.

The adventure begins in the forest surrounding the wizard's home, and in the town and the desert just outside the forest. I haven't had much extended time to play due to the holidays, so I am still in this phase. So far, I have encountered a prince, a talking weeping willow, an elf, a Gypsy, some bandits and other interesting characters.

The primary strategy in a Sierra game is to make sure that you don't miss anything. Visit every scene. Look at everything. Pick up anything you can. Also, make sure you save often. Sierra allows you to save games with descriptions.

Another big news item about King's Quest V is the new improved control interface. The game can be controlled almost completely just with a mouse. You click the right mouse button until an appropriate icon appears (walking, talking, looking, etc.) and then point the icon at the point or item to be acted upon. This saves a lot of typing. King's Quest V also features intelligent tracking. Instead of having to maneuver Graham with a mouse or a joystick, you simply point at the spot where you want him to walk, and click. He will walk around all obstacles to get to that point, without your help. An icon menu at the top of the screen controls other functions.

Overall, I would say that King's Quest V is another triumph for Sierra, a company that supports a wide variety of computer platforms, and is constantly pushing the state-of-the-art to the limit. If King's Quest V is any indication, we can anticipate many engaging, graphically stunning adventure games from Sierra in the near future.

Leo Hoffer
New Life for Ribbons

Many printer ribbons tend to dry out, causing text and graphics to print lighter. I recently became aware of a method to rejuvenate and increase ribbon life by the following methods.

Obtain a plastic container, about the size of a shoe box, with a tight fitting cover. Place a layer of cotton batting into two or three smaller shallow containers. Saturate the cotton batting with isopropyl alcohol (rubbing alcohol) and place the smaller containers into the larger box. Place the ribbons in the box on some type of stand to allow the alcohol fumes to permeate the ribbons. (Editor's note: although not mentioned here, I presume that the cover should be on the larger box at this point.) Within a couple of days you will notice the ribbon darkening and the wrinkles disappearing as a result of the alcohol fumes rejuvenating the ribbons.

Another idea that I have used is to carefully open the ribbon cartridges and saturating the foam inker with about a quarter of a tablespoonful mixture of WD40 and stamp pad ink, usually adequate per ribbon. Close the cartridge, insert in printer and you're good for another round of printing.

You can also raise the cartridge slightly with a thin shim of cardboard in order to change the track of the printer head. Caution must be exercised, however, in order not to strain the print head. Good luck.

(Editor's note: Since I have not tried these methods myself, this article does not constitute an endorsement of the listed procedures. If you have any questions, please contact Leo at one of the club meetings.)

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced.

DISK 296 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the MilAtari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however.

CAL20: Calendar V2.0 - A small calendar accessory which will highlight the current date when booted, when either a color or monochrome monitor is used. It runs in any resolution, and it can be run as either a program or an accessory simply by renaming the file.

CHMELEON: The Chameleon V 1.17 - An accessory which uses less than 5K of your computer's memory, that can load other accessories. The loaded accessory can be unload at any time, without rebooting your computer. When the accessory is unloaded, all computer memory which was used by the accessory is released too.

DC_SLICK: DC Slick Shift - A program which will emulate either the right or left mouse button with the press of either one or two modifier keys (Control, Alternate, Left or Right shift keys). This program was written for use with the STacy, as the trackball buttons apparently gave the author fits. Perhaps you just may want to be different! By Double Click Software.

EDISK: A resizeable, reset-resident ram disk. The program is run from your AUTO folder, and is configurable from 10K to 3900K. A configuration program is included which enables you to set the ramdisk size and drive letter. A message indicating this information is put on the screen at bootup time. A "kill" program is also included for removing the ramdisk after bootup. TOS 1.0 only.

GRAB_BAG: This is a collection of 3 PD programs for your AUTO folder. 1) Drive - A program for checking for the presence of a virus on your boot disk at bootup time. 2) Drive 2 - A program for checking whether a virus is on other disks in your library. 3) Screen D - This program is designed to automatically dump whatever is on the screen to a Degas file when Alternate-Help is pressed.

N_FAT: N_FAT V1.1 - An accessory which stores the FAT sectors of a hard disk into memory and returns this information to the system if it wants to read those FAT sectors. This saves disk access time and disk rotation.

PINGAME: Pingame - Remember the game you used to find in some restaurants with a triangular board and pins? The object was to jump over pins in such a way as to leave the fewest pins possible at the end. This is an accessory version of that game.

QST22DEM: Quick ST II V2.2 Demo - Quick ST II is an AUTO folder program which, when installed at bootup, speeds up your screen display. Text scrolls faster, windows open faster, etc. This is a working demo of the actual program, although the actual program works even faster. The demo also uses about 100k of memory, while the actual program can be configured to use as little as 16k to 28k of memory. Included is a desktop customizer accessory, which lets you load a picture or pattern onto the desktop at bootup. The demo version does not let you save the configuration and only lets you load the included picture.

RHOCONTR: RHo-Control Panel - An accessory which, in addition to the regular control panel functions, includes a corner clock with alarm functions, a mouse accelerator, a hard drive park function, a "sleep" function to blank the screen, and a free memory check.

STATS: The Statistician (11-20-90) - An accessory which provides the following information on your ST computer system: 1) TOS Version Number, 2) GEMDOS Version Number, 3) Status Of Capslock Key, 4) Blitter Chip Status, 5) System Time, 6) System Date, 7) Floppy Disk Write Verify Status, 8) Floppy

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Disk Seek Rate, 9) Disk Drives Attached To Your System, 10) Graphical Map of TPA Memory Allocation, 11) Graphical Map of TMA, 12) Total RAM detected, 13) Amount Of Free Ram, 14) Amount of Used TPA, 15) Amount Of System Memory, and 16) Amount of Screen Memory. What more is there to know?

ST_BLANK: ST Blank, The Monitor Blanker V1.2.3 - A small accessory which will blank your monitor screen after a user definable time of inactivity. Somewhat unusual is that, in addition to mouse movement and key presses, printer, serial port, or midi port activity will unblank the screen. Also included is a Star Trek-type star display which can be selected or not. The speed of the display can be varied.

DISK 297 - UTILITY DISK

CHEETAH3: Cheetah V3.0 - One of the best file and disk copy programs around. Files can be copied from/to any floppy drive, ram disk, or hard drive partition. The free space remaining on the destination is shown. Folder can be created and files deleted, all without exiting the program. The program can be configured to save drive paths and other options selected, so that those are the defaults when the program is run.

COUNT3: Count - A program for counting the characters, words, lines, and sentences in text files. It will also read source file listings of various types, and even compiled C programs and assembly code. The counts may be less than totally accurate in these situations, however. Results of counts may be saved out to a file.

HEADLINE: Headline - A program which produces silly banners, similar to headlines found in supermarket scandal sheets. The author has got them "news-flashing!" across the screen at the touch of a key. You can "personalize them by include your name, a friend's name or your boss's name in the headline. The program will then generate random, humorous headlines using that name.

MEGAFORM: Megaform - A rather full-featured diskcopy program from Germany. It has numerous features, such as formatting disks with or without fastload, making multiple copies of disks, and copying with or without write verify. It also lets you get disk directories, scan and test disks, erase files, and get bootsector or miscellaneous information about

a disk. An unusual feature is being able to copy side 1 or 2 of a disk to side 1 or 2 of another disk. Has nice sound effects too. Works on color or monochrome monitors.

TLC_BOOK: TLC Address Book - This is an address book with a difference. It contains two actual databases of names and addresses, not one. The first portion is pretty much the standard address book, being extremely fast in operation. The second portion is a "Date Minder" which stores by month the names and addresses of those with birthdays, anniversaries or other special occasions that occur during the month. Printouts will print by month in date sequence with or without addresses and you can even print mailing labels for all those with special dates for that month. Entering data for a family is simple, as all the relevant items need not be entered again, just click on the calendars to set the dates, change the first name and add a remark if you want.

UNCLDO: Uncle Carl's Famous Disk Librarian V2.0 - A disk cataloging utility. The program will read all directories from either your floppy or hard drive, and allow you to save this information to disk as an ASCII file. It will also allow you to view this information before deciding to save it. A print option is available, allowing you to have a printed copy of your directory, and a Disk Formatting option allows you to format a floppy disk directly from the program.

DISK 298 - GAME DISK

NITRO: Nitro - A playable demo of a overhead view driving game by Psygnosis. The graphics are superb with excellent sound effects. TOS 1.0 only.

RICK: Rick - A demo of the newer version of the game Rick Dangerous. The scenario is that the hero, Rick, part-time explorer and stamp collector, searching for the Goolu tribe when he crashed his plane in the Amazon. He was later captured by this tribe and imprisoned in their temple from where he must now escape. Armed only with a six-shooter, a fistful of dynamite and a sharp stick, Rick works his way through the temple collecting treasure for points and either avoiding or destroying the Goolu guards. This demo only contains several screens available to the user but it gives a fair representation on how good the game actually is. The game is a side-view climbing, jumping, and shooting "platform"

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arcade game requiring fast reflexes.

DISKS 299 AND 300 - GAME DISKS

HACMAN: Hacman II V1.1 (12-1-90) - This is a greatly enhanced version of a PD Pacman clone released in 1987. The most significant change is the addition of sound. In addition, however, other features have been added such as: 1) 100 new levels, 2) four new ghosts, 3) cameo appearances by many other creatures, 4) puzzle boards, 5) skip a board you hate by pressing the space bar, 6) ghost hit/miss statistics, and 7) secret warps. This is a game which is a truly must-have PD game. It goes far beyond even the original commercial game. One meg of ram is required. TOS 1.0 only. Please note that it is a 2-disk game, requiring both disks 299 and 300 to run.

SPECIAL NOTE

When Disk 288 was released, it contained a program called BODYSHOP. A later check of this disk revealed that the program at some point developed a TOS 35 error. Further checking indicated that all copies of the program were corrupted. I have therefore replaced this program with the following program:

KV_GEO_2:   A program with which to explore the Sun/Earth/Moon relationship between the earth, the sun, and the moon with information and animations. Included is an animation of the full Apollo mission, with descriptions of each stage.

All prior purchasers of Disk 288 should bring their disk to a MilAtari meeting for a free update of the disk.

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operations standpoint, the only serious flaw in Silent Service was haphazard lookouts. Returning to Pearl (from the only patrol wherein I'd sunk a carrier), in daylight, on the surface, at normal speed and time-scaling, in the middle of the bl**dy Pacific after exiting the South China Sea, I took a view aft, only to collide with and be sunk by a ship dead ahead, where none had existed five minutes before. Nigh unforgivable.

I really liked the mission scenarios of Sub-Battle Simulator and only wish they'd included the option of open-ended war patrols. There were two real flaws, one major, one minor. **No Fathometer**, only vacuous reports of "shallow water." Major aaaargh! Other excellent game elements notwithstanding, this removes it from contention for very serious gaming. A minor annoyance was the occasional very unrealistic behavior of the odd escort or three: the Japanese did NOT send a lone destroyer, let alone an entire task force, to sit over a sub for three days in the middle of nowhere, at least not that I'm aware of. Otherwise, this game does have a lot going for it.

As for GATO, there are some imaginative ideas, but overall execution and play fall short. But worth a look to check out some of those ideas and their implementation.

Now, to close, a reminder: These are entirely my opinions, from rusty memory. I mean to imply no disrespect of or lack of appreciation for the people involved with, and work that went into, these games. After all, they did it and I didn't (due to a personal lack of ability, ambition, knowledge, and wherewithal).

Personally, I'd like to see a meld of SS and SBS, with perhaps a separate upgraded game to include more modern times. I'd be in vicarious submariners' heaven! And I would like to spend some time with "688 Attack Sub" to see what it's like...

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